

Air Force Materiel Command

Developing, Fielding, and Sustaining America's Air and Space

USAF Acquisition Discovery Map and Simulation Exercise “Agile Acquisition: The Transformation”

Training Overview



U.S. AIR FORCE

20 Feb 03

HQ AFMC/AE

DSN 986-0803

Integrity - Service - Excellence



Background

- A “learning tool” developed in response to SECAF challenge to transform the way we do business
 - ◆ Agile Acquisition is the vision for the future
- Sponsored by the Work Culture Transformation Board
 - ◆ Co-chaired by SAF/AQX and AFMC/CC
 - ◆ Membership includes [Center]/CDs
- Tool utilizes the “discovery learning” process
 - ◆ Offers a unique way for adults to learn concepts through role-playing experience
 - ◆ Conducive to communicating a message to large audiences in a short time with limited need for professional facilitation

This training is not about changes to the process itself, but how we as individuals can change our behavior and mindset to enable acquisition transformation



Purpose

- Supports the vision of agile acquisition:
 - ◆ Working collaboratively
 - ◆ Thinking innovatively
 - ◆ Trusting
 - ◆ Risk management vs. risk aversion
 - ◆ Total credibility: Promises = Results
 - ◆ 4:1 reduction of cycle time
- Change requires reform of processes and the way we think and act
 - ◆ A new way of thinking and behaving is needed



Goals and Objective



Goals

- Create a new mindset and identify desired behaviors that will help enable acquisition transformation
- Increase individual understanding of the “big picture” and envisioned end state
- Demonstrate benefits of preferred acquisition methods, such as spiral development

Objective

- Provide the Discovery Map training to the Air Force acquisition workforce within six months of initial rollout
 - ◆ Rollout will start Mar 03



Learning Process

● Video Facilitated

- ◆ Introduces “why you’re here” and “why it’s important to the AF”
- ◆ Messages from Dr. Roche, Gen Jumper, Dr. Sambur, Gen Lyles, and pilot participants

● Introductory Simulation

- ◆ Role-playing exercise

● Discovery Map Activity

- ◆ Map exploration activity – “discovery learning”

● Concluding Simulation

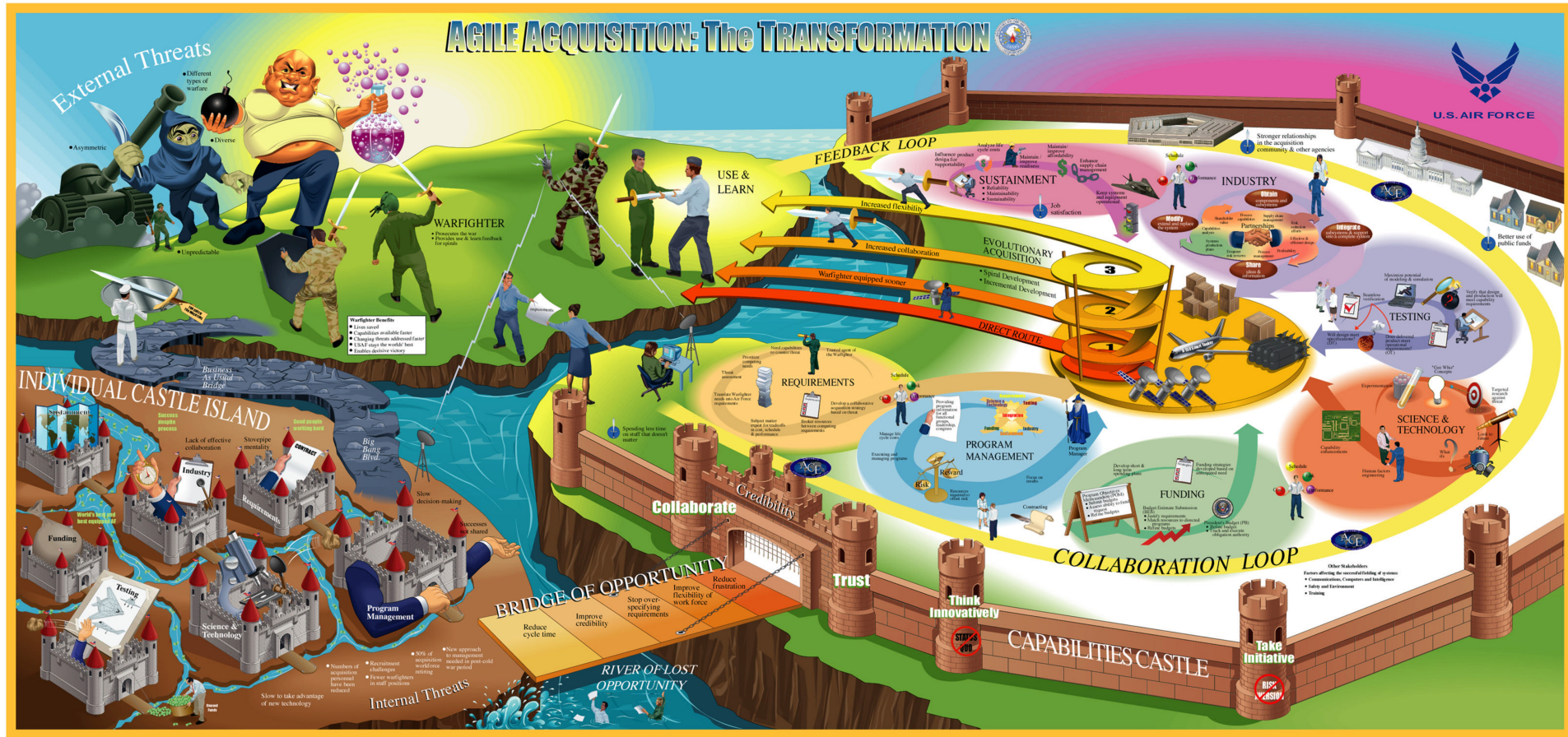
- ◆ Role-playing exercise – apply new concepts

● Transfer of Learning

- ◆ Start, stop, continue exercise
- ◆ Personal Action Plan



Discovery Map



Actual map is approximately 3 ft
x 6 ft

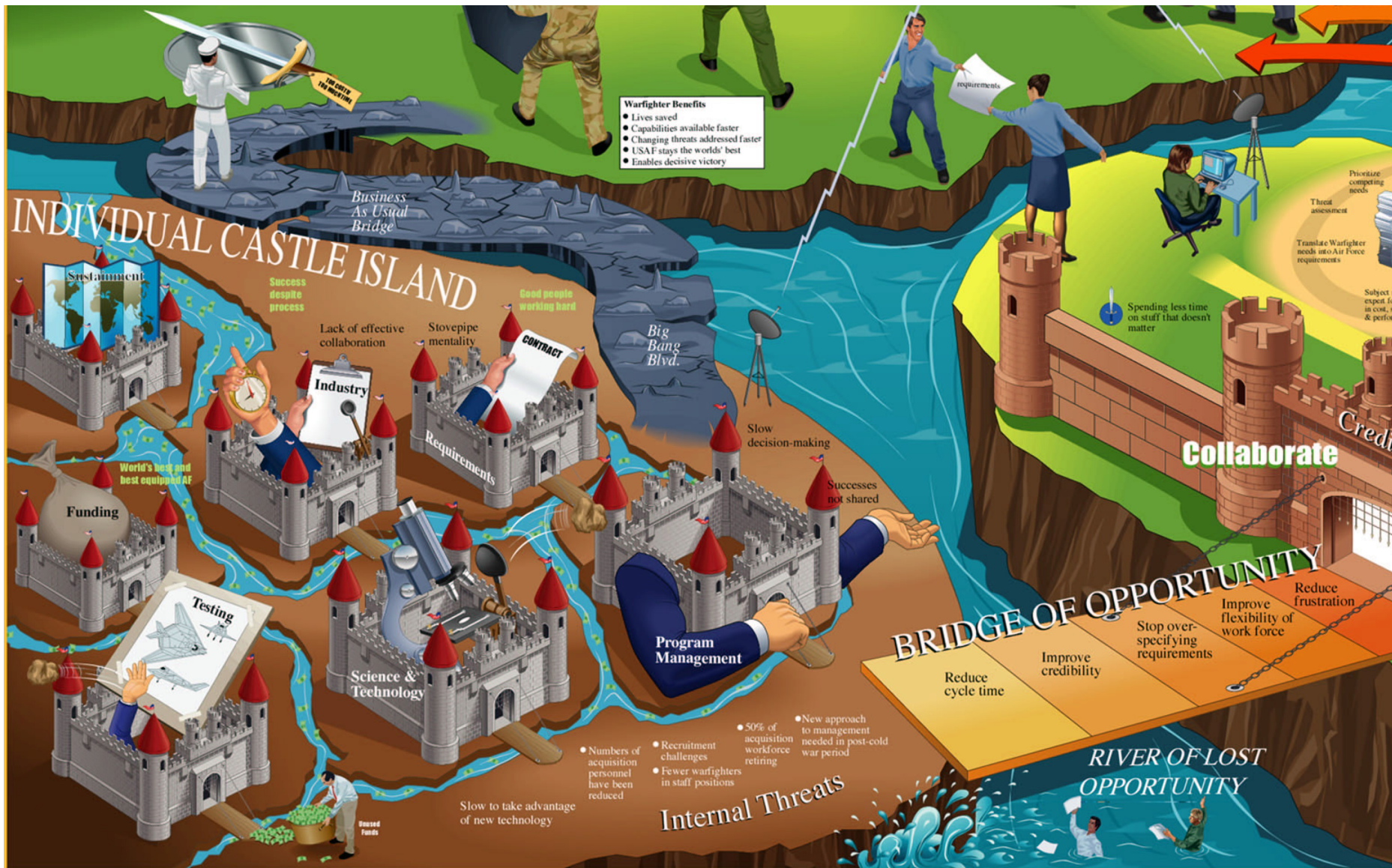


Acquisition Objective

Provide the warfighter with the expected capability in the expected amount of time at

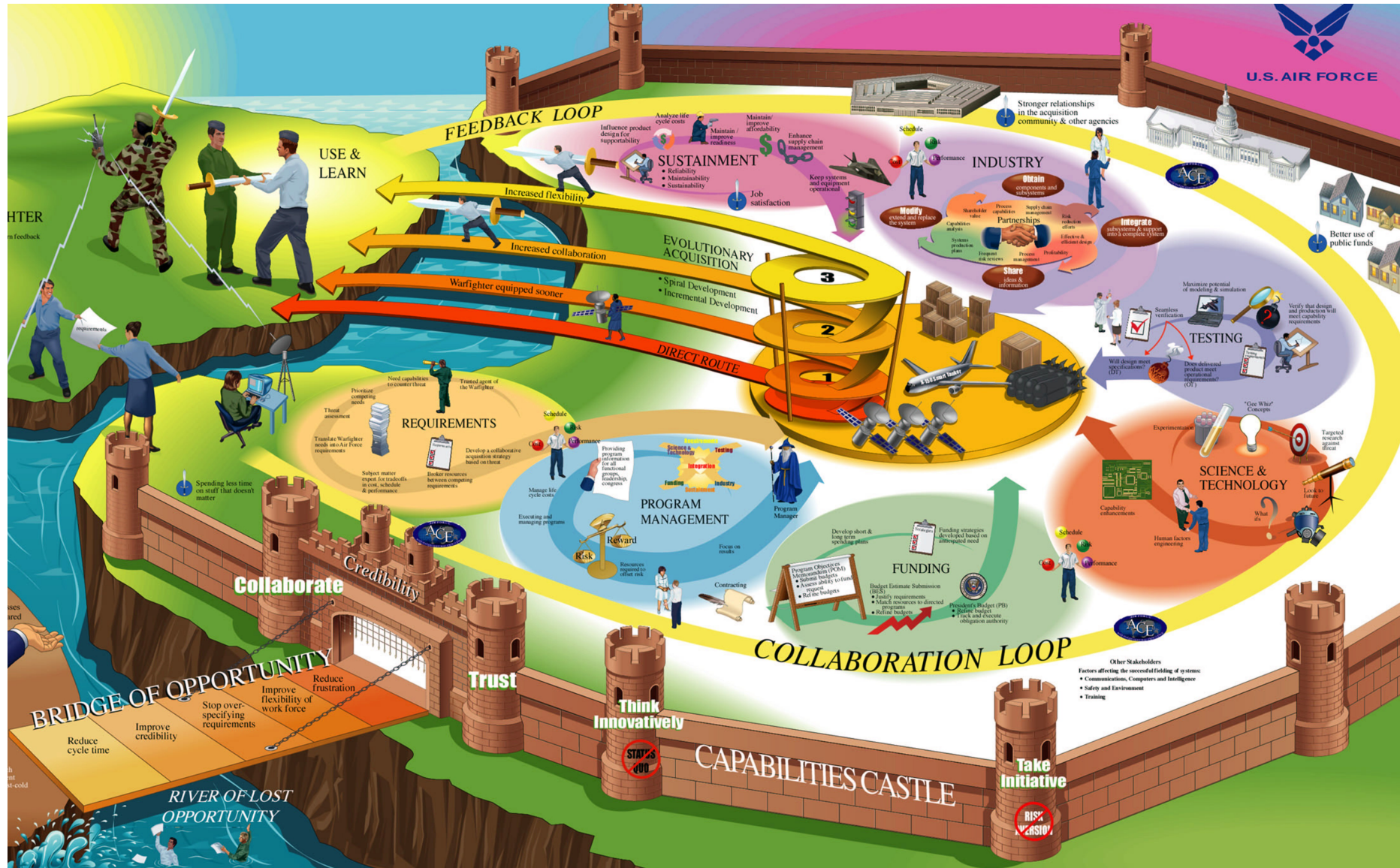


PROMISES = RESULTS





Transformation Goal





Training Event

- Facilitated learning
 - ◆ Video taped facilitation provides consistent message
- Classroom setting
 - ◆ Multiple groups per event – approx 7 people per group
 - ◆ Event dates to be announced by location
- Four hours (1/2 day) to complete
- Mandatory for acquisition workforce
- Qualifies for 4 hrs continuous learning credit



For More Information



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